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Interplay™
BY GAMERS. FOR GAMERS.™

MN-SDC-1194-0

SEGA®

Dreamcast™

SUPER RUNABOUT™
SAN FRANCISCO EDITION

Interplay
BY GAMERS. FOR GAMERS.™

TEEN
T
CONTENT RATED BY ESRB

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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Welcome to "Super Runabout™: San Francisco Edition." This software is designed for use only with the Dreamcast console. Please read this instruction manual carefully before you start playing the game.

GAME STORY & TWO SCENARIOS

TO HELL WITH THE RULES! THE ROADS BELONG TO DRIVERS WHO KNOW NO FEAR!

The challenging streets of San Francisco await! Players can choose between two scenarios. One of the scenarios features a semi-legal courier service run by Pop, an old man struggling with a loan repayment, and his streetwise daughter, Shirley. The other scenario deals with two reckless cops, Brandon and Radman, who are trying to be promoted to the Criminal Investigation Department.

To complete their missions and gather up a few 'emblems' along the way, you'll risk death, blazing flames or even driving inside buildings. Who cares if a few traffic laws get broken along the way, right?

Choose your hero by selecting a scenario. The basic rules of the game apply to both scenarios. You can switch back and forth between any of the scenarios at any time during the game.

SCENARIO A: COURIER VERSION

After being gone for years, Shirley reappears at Pop's run-down auto shop. She offers to work in exchange for room and board. Pop, who is currently in debt to the local crime boss, Waldman, accepts her help as a courier. Their goal – do what it takes to free Pop from Waldman's influence!

UNCLE JOE

Joe's an old buddy of Pop and a highly skilled mechanic. When he's not helping out Pop, Joe sometimes takes police and military related assignments as well.

POP

Pop's a shrewd courier, if a little unscrupulous, who is rumored to have once been an ex-F1 race car driver. Recently, he gave up a lifelong habit of smoking, thanks to the threats of his daughter.

SHIRLEY

Pop's daughter is a young, street savvy girl who has decided to drop back into town to attend school.

WALDMAN

Waldman is a politician who excels at covering up his true occupation as a powerful crime boss in San Francisco. Those who know the truth about him rarely survive long enough to turn him in.

SCENARIO B: POLICE VERSION

Police Officers Brandon and Radman have reached a dead end in their jobs; stuck as traffic cops, they really want to work for the Criminal Investigation Department. Thankfully, an opportunity presents itself when the Chief of the Department gives them the order to shut down a certain illegal courier business. If they succeed, perhaps their dream can then come true!

CHIEF

The Chief's sole pleasure in life is golfing in his office. His biggest problem is Brandon and Radman!

BRANDON

Brandon is a scrupulously honest ex-Karate champion, who considers driving to be a hobby of his.

RADMAN

Brandon's partner, Radman, once aspired to be a NBA player, before giving up his career to join the "boys in blue."

RACING IN SAN FRANCISCO

Picturesque San Francisco is a beautiful city with neat rows of Victorian style buildings and many famous sightseeing spots such as Chinatown, the Golden Gate Bridge and Alcatraz Island. You can enjoy these spots during the game, especially when you travel through them at excessively high speeds.

Actual San Francisco streets were reproduced for this game and some original streets added in as well.

HOW TO START THE GAME

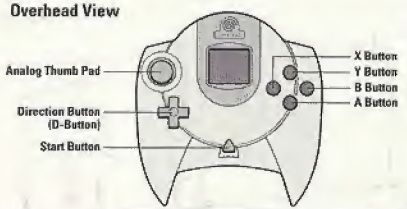
SHALL WE BEGIN?

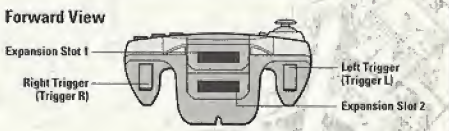
Super Runabout is a single-player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. When you click the Start Button in the Title Screen, the Menu Screen is displayed. If you are a first time player, choose "NEW GAME". If you want to load and continue a previously saved game, choose "LOAD GAME".

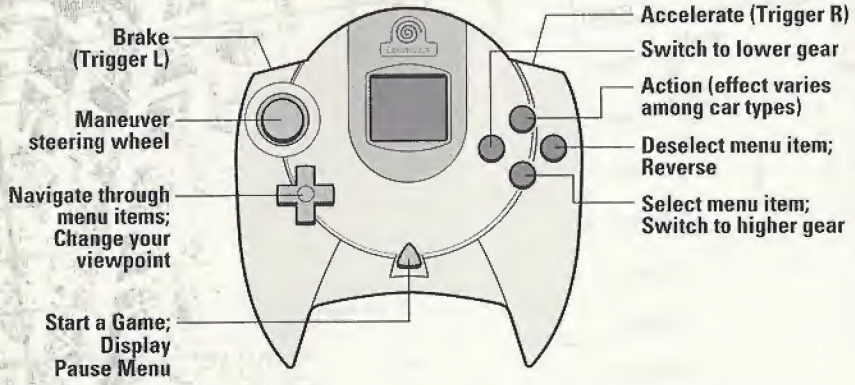
Use the Directional Button to navigate through the Menu screens and press the A Button to select an appropriate menu item.

HOW TO OPERATE THE SEGA DREAMCAST CONTROLLER

(Only Sega Dreamcast Licensed Controllers and Peripherals are supported.)







* To return to the Title Screen at any point during game play, simultaneously press and hold the A,B,X,Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.
* Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in a malfunction.
* This table shows the default function of each button. If you want to change the setting, please refer to page 7.
* If you are using an unsupported controller, we are unable to guarantee that each button will function correctly.

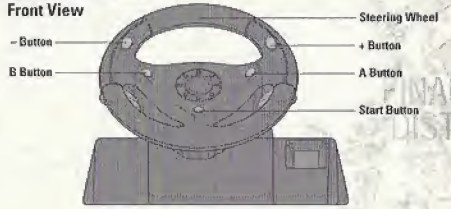
HOW TO OPERATE THE RACING CONTROLLER

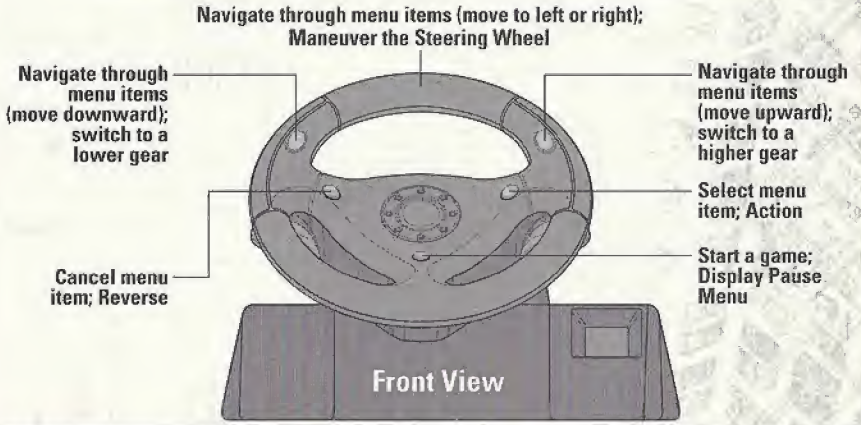
(Only Sega Dreamcast Licensed Controllers and Peripherals are supported.)

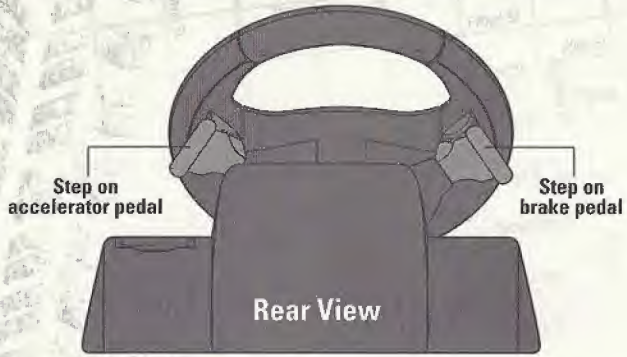
You can play the game by using the optional Racing Controller. If you want to change viewpoints, please do so by selecting the View from the Pause Menu.

RACE CONTROLLER
Rear View

RACE CONTROLLER
Front View



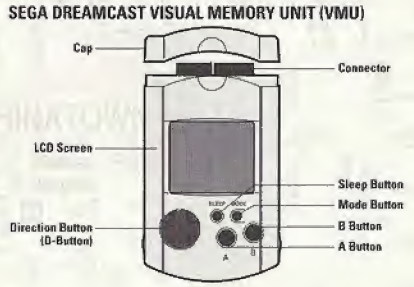




* To return to the Title Screen at any point during game play, simultaneously press and hold the X, Y, orange flippers and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the Title Screen.
* When using the Race Controller, never touch the steering wheel or left and right levers when turning the Sega Dreamcast power ON. Doing so may disrupt the initialization procedure and result in malfunction if readjustment is not properly carried out via the Options menu. If the handle or levers are accidentally moved while turning the power ON, immediately turn the power OFF and ON again making sure not to touch the Race Controller.

SAVING THE GAME

You need an optional Sega Dreamcast Visual Memory Unit to save a game.

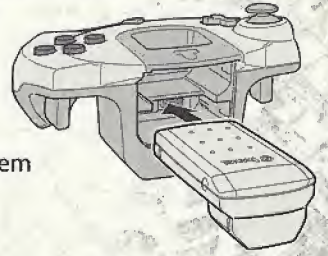


* **Visual Memory Game (VM Game)**
  When you meet certain conditions, you can play a Visual Memory Game.

PERIPHERAL EQUIPMENT - SEGA DREAMCAST JUMP PACK

The Sega Dreamcast Jump Pack is supported if you use a Sega Dreamcast Controller to play this game.

Connect the Sega Dreamcast Jump Pack to the Sega Dreamcast Controller's Expansion Socket 2 and turn the Vibration on in the System Menu screen (See page 7).



ABOUT SCENARIO SELECTION

When you choose "New Game" in the Title Menu, you are prompted to enter a name and select a scenario. While available missions and automobiles are different in each scenario, the basic operation remains the same in both games. After you choose a scenario, you are prompted to select a difficulty level at which you want to play the game. Please choose one of the three options presented in the menu.

Use Left or Right Directional Button to choose a scenario that you want to play. There are three difficulty levels with different time limit settings.

OUTLINE OF GAME FLOW

The game proceeds as you complete assigned missions:

Office: You can choose a mission or configure various game settings.

Garage: You can adjust the car's settings or take a test drive.

Mission Description: When you choose a mission, its description is displayed.

Work on Mission: Accomplish your mission goals to successfully complete the mission.

Return to Office: When you complete your mission, you return to the Office.

WELCOME TO OUR OFFICE!!

When you start the game, you are in the Office screen where you can select a mission, set up options, and tune up your car. Use the Left or Right Directional Button to move to your desired menu and select it by pressing the A Button. Please note that the Office screen shows different rooms depending on the scenario you've chosen. However, regardless of the scenario, the available menus and options remain the same.

SCENARIO A

In the Courier scenario, Pop's home is the Office. Select the menu you want to use and continue.

SCENARIO B

In the Police version, the 31st Precinct of San Francisco Police Department is the Office. The menu content is exactly the same as the Courier version.

MISSION

STARTING THE GAME

When you select this menu, two sub-menus appear: the MISSION SELECT menu from which you can select a mission and start the game, and the SCENARIO CHANGE menu where you can change scenarios. Select a mission from the displayed list, and then your car and transmission type (Automatic Transmission – AT – or Manual Transmission – MT). Then, your journey will begin!

The MISSION SELECT menu only displays available missions.

You can change between Scenario A and Scenario B in this menu. However, you cannot use the same car in both scenarios.

RESULT

CHECKING TIME AND BLACK LIST

Choose the menu first, then, use the Left or Right Directional Button to navigate through the menu items seen on your screen. The screen display will change according to the menu item. You can check the "MISSION RECORD" for the time it took you to complete each mission. The "FREE RUN" option shows you the top three records of free style driving on short and long courses. The "BLACK LIST" displays the amount of damage done in the last mission as well as the total damage done for all the games you have played.

Use the Directional Button to move to the menu item you want to view and press the A Button to select it.

SYSTEM

SAVING THE GAME

In this menu, "SAVE" records the current data, "LOAD" reads previous data, and "CONTROL TYPE" changes your controller configuration. If you have installed the Sega Dreamcast Jump Pack, "VIBRATION" enables you to turn on or off the vibration function.

When you use either command, choose Visual Memory followed by the name of the file that you want to use.

* While saving or loading a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller or other peripheral equipment.

You can create a maximum of three files.

Use the Directional Button to move to the menu you want and press the A Button to select it.

CONTROLLER CONFIG

Select a controller type from two options. The Type A controller setup is the default setting.

VIBRATION

Pressing the A Button toggles the on/off status of the Sega Dreamcast Jump Pack.

REPLAY

REPLAYING THE LAST RUN

Selecting this menu shows you replays of past runs. The "LAST RUN REPLAY" option plays the last mission you were on. "LOAD REPLAY" replays any previously saved run data. "SAVE REPLAY" saves the mission run data in the Visual Memory. You may save a maximum of three locations of run data that require twenty four (24) blocks of available space per file.

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You cannot see the replay unless there is run data. You can change your viewpoint from the Pause Menu during the replay.

To exit, select "EXIT" from the Pause Menu.

EMBLEM

CHECKING YOUR EMBLEM

In this menu, you can check the Emblem(s) you have earned in the previous missions. If you earn enough Emblems and then save the game, you can gain access to a 'mini-game'!

You can also check the cars you have earned.

SOUND

LISTENING TO MUSIC

This option allows you to change the music and sound effects used during the game. You can also select either stereo or monaural as the stereo type, and change the volume balance of the music and sound effects.

* Use the Left or Right Directional Button to navigate through music titles and select one by pressing the A Button.

Volume can be adjusted in five (5) levels (the default setting is 5).

GARAGE

SETTING UP YOUR CAR

When you enter the Garage, you can choose from four menus with the Left or Right Directional Button, just like the Office menu. First of all, choose your car. Your car appears in the upper right corner. SET UP and FREE RUN are available only after you selected your car. Select automatic (AT) or manual (MT) transmission. Refer to the following explanation for setup items.

* You can return to the Office if you select "OFFICE" in the Garage menu.

There are four (4) driving courses you can chose from. If you want to quit playing a course before you complete it, select "RETIRE" from the Pause menu.

MANUAL SETUP ITEMS

Setup Item	*Effect*
Steering	Sets up the steering wheel. If you set the value too high, the car tends to spin easily.
Front Suspension	Sets up the stiffness of the Front Suspension. If you increase the value, you can get through the corners with more stability.
Rear Suspension	Sets up the stiffness of the Rear Suspension. If you increase the value, you can get through the corners with more stability.
Front Tire	Sets up the grip of the tires. The higher the value, the less resistance.

Setup Item	*Effect*
Rear Tire	Sets up the grip of the tires. The higher the value, the less resistance.
Front Stabilizer	Sets up the stabilizer. The higher the value, the tighter the cornering.
Rear Stabilizer	Sets up the stabilizer. The higher the value, the tighter the cornering
Front Brake	Sets up the braking. If the setting is too 'hard', the wheels will lock.
Rear Brake	Sets up the braking. Be careful to balance this setting with the front brakes, otherwise, the car's behavior will change when braking.

FREE RUN

Free Run will allow you to select between four courses. These are:

Short Course - A: Union Square Drive
Two Lap Time Attack

Short Course - B: Columbus Drive
Two Lap Time Attack

Long Course - A: Bayside Drive
Two Lap Time Attack

Long Course - B: Scenic Drive
Single Run Time Attack

Each course has checkpoints to track your split time through each segment of the track.

Each course keeps the top 3 times as well as the car that set the record. All cars currently available in the game are available for Free Run.

Free Run is an excellent location to test out new settings on a car that Uncle Joe has modified in the Set Up area of the Garage.

HOW TO PLAY THE GAME

WHO NEEDS A DRIVER'S LICENSE?!

After you select your mission, your car, and your car's transmission type (either automatic or manual transmission), you are ready to go! Each mission has preset conditions; achieve the objective within the given time and win the mission. You can use the navigation map on the upper right corner of the screen to help you through the mission.

* First, the mission description appears on the screen. Remember your objective!

HOW TO READ THE SCREEN

1. SPEEDOMETER

Displays the Engine revolutions, transmission, and current speed.

2. REMAINING TIME (SECOND)

Your remaining time to achieve the objective

3. NAVIGATION MAP

Displays the map of the surroundings as well as the position of target objects.

4. OBTAINED ITEMS

Shows the number of items you have obtained to achieve your mission.

5. MARKER

Shows the position of the target object and the remaining distance.

6. AMOUNT (TOTAL AMOUNT)

Shows the total dollar amount of destroyed items.

7. ELAPSED TIME

Shows the time elapsed since the start of your game.

* Finally, you start working on your mission. Fair Warning – it's going to take breakneck speeds to succeed in your assignment in time.

MENU SCREEN DURING THE RUN

You can bring up the Pause Menu by using the Start Button while working on your mission. In this menu, you can change the car's viewpoint or interrupt the mission. Use the Directional Button to navigate through the menu item and press the A Button to select one of them. You can close this menu by selecting the Continue option or by pressing the Start Button.

Continue	Return to the game.
Restart	Start the mission.
View	Change the viewpoint.
Meter	Hide the meter display.
Navi	Change the map display.
Retire	Quit the mission.

MISSION DESCRIPTION AND TIME LIMIT

There are two types of missions; collecting objects and reaching a specific destination. Each mission has its own time limit. You can continue to play if the time limit expires but you cannot achieve your objective any longer.

* Some missions may not have a time limit.
* You collect target objects by slamming your car against them.

DAMAGE AND GAME OVER

In general, a mission fails if the time limit expires. In addition to this, if your car is damaged beyond a certain point or falls into the ocean, the game is over. Try the mission again.

* You cannot check your damage, so you'd better keep an eye out for the "Warning Message!"

WHAT IS AN EMBLEM?

If you fulfill a specific condition in a mission (for example, doing a long distance jump or clearing the game within a short period of time), you earn an emblem. Depending upon the emblem, your number of available cars may increase, giving you more options to play with.

* You must find out the condition on your own to earn an emblem. When you earn an emblem, it will be displayed on the Clear screen.

TRY THE VMU MINI GAMES!!

SUPER RUNABOOT

You can only choose with the Directional Button. The more bombs you put in the trash, the higher score you will get. This is a real race, presented on a vertical screen, rather than your normal game viewpoint. Collect bombs and throw them into the Trash bin. You can hold onto a maximum of 10 bombs. When you run out of gas, go to the GS to refuel. Super Runaboot Requires 128 Blocks to save.

VMU CONTROLS

Directional Button

Use this button to navigate through the menu items, move the cursor, and maneuver the car.

A Button

Use this button to select a menu item or type a dot in the Climax editor.

B Button

Use this button to cancel a command. Each game starts with A + B Buttons.

THE EDITORS

There are two types of tools available for you to choose from: a simple paint tool "Climax Editor" and a rename tool "Name Editor."

CLIMAX EDITOR

Select the EDIT feature to draw a picture and then FILE to save it. Animation is also available.

- Edit
- File
- Modify
- Animation

* Climax Editors - Requires 33 blocks to save

NAME EDITOR

You can change the name of a specific character from the game. This can be done at any point in the game.

Choose the name you want to change, then enter the new name. The name data will be saved automatically.

METHOD OF ENTERING A CHARACTER

Choose a text character in (3), confirm the text entry in (2), (1) displays the character you've entered. When you press down arrow on (2), you return to (3). Pressing SP adds one space and ED establishes your entry.

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TECHNICAL SUPPORT

TROUBLESHOOTING DOCUMENTS ONLINE!

Interplay Productions Technical Support now offers troubleshooting guides with complete installation and setup instructions as well as information that will help you overcome the most common difficulties.

If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products, and this information is the same as that used by our product support technicians. We keep the product support pages updated on a regular basis, so please check here first for no-wait solutions. If you have access to the World Wide Web, you can find these at

www.interplay.com/support/

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. Please be sure to include the following information in your e-mail message, fax, or letter:

- Title of Game
- Platform
- A description of the problem you're having

If you need to talk to someone immediately, call us at (949) 553-6678 Monday through Friday between 8:00AM-5:45PM, Pacific Standard Time with 24 hours, 7days a week support available through the use of our automated wizard. Please have the above information ready when you call. This will help us answer your question in the shortest possible time. When you call you will initially be connected with our automated wizard. For information pertaining to your specific title, press "1" on the main menu and listen carefully to all prompts. All titles are listed alphabetically. After you have selected your title, the most common difficulties will be listed. If the difficulty you are having is not listed or you need additional assistance, you may press "0" on your games main menu, and you will be transferred to a Technical Support Representative. No hints or codes are available from this line.

Interplay Productions Support Fax: (949) 252-2820

Interplay Productions Technical Support
16815 Von Karman Avenue, Irvine, CA 92606

HOW TO REACH US ONLINE

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WORLD WIDE WEB: www.interplay.com

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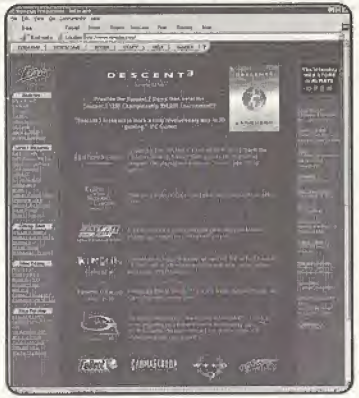
Brian Fargo, C.E.O.



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